

SHADOW BEAST

Evil Creature of Darkness



ACCESSORIES



REAL NAME Varies **BIO** Great ape-like beasts who live in tribes throughout the dark hemisphere, Shadow Beasts can only come out in the absence of light. Originally created by Count Marzo as a weapon to use against his enemies, the beasts were driven back by Princes Keldor and Randor and forced to reside in the shadows of Mount Barathrum. There they developed a deep hatred of both the human and Gar races. Easily manipulated, the ever-growing colony of Beasts was later controlled by Beast Man in the service of Skeletor to take down Eternos Palace. With their great strength and ability to move undetected through darkness, Shadow Beasts are more than a match for most heroic warriors!



CARTOON CORNER Shadow Beasts made their debut in the Filmation MOTU cartoon, appearing first in the episode "Teela's Quest" and featuring in four episodes total. The creatures appeared again in the 2002 MYP MOTU cartoon, featuring in the episode "Night of the Shadowbeasts." No toy was ever made of the creature until MOTUC. The design of the toy was based largely on the Shadow Beasts' Filmation appearance.



MOTUC #050 • AFFILIATION None • **SUBSCRIPTION** Club Eternia 2011 • **PRICE** \$30
 • **ORIGINAL RELEASE** MattyCollector.com (February 15, 2011) • **RELEASE TYPE** Oversized Figure



SIZE MATTERS At nearly 10 inches tall, the Shadow Beast stood head and shoulders above regular MOTUC figures.

JOIN THE CLUB

The Shadow Beast's only accessory was a rather heavy club, which looked as though it was made from the trunk of a tree, with metal spikes at the thick end and black tape wrapped around the narrow end, forming a handle.



QUITE THE PAIR

The figure was largely made from existing Gygor parts, with the exception of the head, hands and feet. The club accessory was new as well.

ONE IS THE LONELIEST NUMBER

Shadow Beast was the second army-builder figure released in Masters of the Universe Classics, coming out only one month after the line's first army-builder, the Eternian Palace Guards.



TRIVIA

The following copy was written for Shadow Beast's sales page on MattyCollector.com: "A tool of the heinous magician Count Marzo, Shadow Beasts were created with one purpose and one purpose only... to annihilate the enemies of magic during the Great Unrest! Standing at over 9" tall, this fully articulated, oversized Shadow Beast figure is even more fearsome when equipped with a magical wooden club of destruction. Fortify your collection's primitive powers with an entire army of Beasts!"



Because of many design similarities, many fans initially thought the Gygor/Shadow Beast figures shared parts with the DC Universe Classics Gorilla Grodd figure, but they in fact did not.

There would not be another army builder figure released in MOTUC until the Griffin in June of 2012.

Featured on Shadow Beast's cardback were Skeletor, Tri-Klops, Scare Glow, Evil-Lyn, Trap Jaw, Beast Man, Webstor and Whiplash.



PRETERNIA DISGUISE HE-MAN

Most Powerful Man in the Universe



ACCESSORIES



REAL NAME Adam of the House of Randor **BIO** Using the combined power of the Central Tower with the newly invented Cosmic Key, the Sorceress disguised He-Man and sent him back to Preternia — a time when his ancestor King Grayskull fought for freedom against the Horde invaders and Snake Men from the Nameless Dimension. Quickly allying himself with Grayskull and the wizard-warrior He-Ro, He-Man aided them in many battles, even turning the tide at the First Ultimate Battleground. During this battle he learned the secret to defeating the Snake Men, and with this knowledge he returned to his own time to defeat King Hssss once and for all. Disguised in a cloak and mask, He-Man cannot reveal his true identity to his own ancestor!



FROM PAGE TO PLASTIC

This version of He-Man was introduced in the 1987 mini-comic “The Powers of Grayskull — The Legend Begins” where He-Man and the Sorceress travelled back in time, thus introducing the concepts of Preternia, He-Ro, and techno-organic dinosaurs. The pair were followed into the past by Skeletor, who teamed up with King Hiss, and general mayhem ensued. He-Man intervened, but only after donning a mask and cloak to hide his identity in the past. For Masters of the Universe Classics, the origin of this look was changed somewhat, with the figure’s bio stating that He-Man traveled alone to the past and returned with the knowledge of how to defeat the Snake Men. This storyline was fleshed out with a new mini-comic, also titled “The Powers of Grayskull — The Legend Begins,” which was shipped with the Thunder Punch He-Man figure in 2012, and continued with “He-Ro Unleashed,” which was included with Snake Man-At-Arms, also in 2012.

ALTERNATE VIEWS

PD He-Man was built largely on the existing He-Man body with Tri-Klops’ left bracer and Hordak’s smooth ab piece. The skirt, hood, and head were new.



MOTUC #051 • AFFILIATION Heroic Warriors • SUBSCRIPTION Club Eternia 2011 • PRICE \$20
• ORIGINAL RELEASE MattyCollector.com (February 15, 2011) • RELEASE TYPE Carded Exclusive Figure

KEY TO THE KINGDOM The Cosmic Key was first introduced in the 1987 live action *Masters of the Universe* movie and was subsequently an accessory included with the vintage Gwildor figure. Here, the key was mostly based on its movie design, but a handle was added so the figure could hold it. The chrome “forks” were on a separate piece so they could rotate. This accessory would be repainted and included with the MOTUC Gwildor figure in 2014.



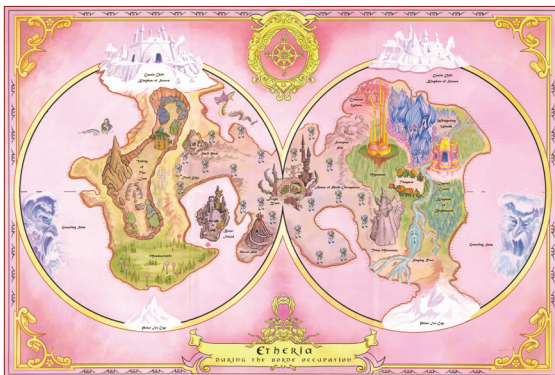
GUNS OUT The rifle accessory was based on the gun mounted on the vintage Bionatops figure, but was slightly redesigned here to be a handheld weapon. It

was included here because He-Man rode a Bionatops in the “Powers of Grayskull” mini-comic.

I HAVE THE POWER Preternia Disguise He-Man’s final accessory was his Power Sword, making its 12th appearance in the MOTUC toyline.



ETHERIA: BEAUTIFUL PLANET OF DESPONDOS



After the Overlords of Trolla harnessed the aura of the Gods, they used this “Power of the Universe” to become immortal and vowed to maintain neutrality in all Five Dimensions. Sensing how dark the Dimension of Desponso was, they used the Power to

create a being of formless light and sent him to Despondos to bring hope to those trapped there. It settled on the planet Etheria, turning the small planet into a lush paradise, standing out in an otherwise dark dimension. Protected by magic, Etheria remained a home for free beings until Hordak discovered it during his banishment. Overthrowing the local monarchs, he declared Etheria his new homeworld and ruled for years as its tyrannical dictator.

TRIVIA



The following copy was written for Preternia Disguise He-Man’s sales page on MattyCollector.com: “Bestowed a mask and cloak by the Sorceress, He-Man cannot be recognized as he travels through time! Created just for 2011 Club Eternia members, this mysterious figure is based on the final vintage mini-comic *The Powers of Grayskull* Part 1. In it, He-Man must use the combined power of the Cosmic Key (included!) and Central Tower to return to a time when his ancestor, King Grayskull, defended the land. This fully articulated Preternia Disguise He-Man includes a Bionatops Blaster and Power Sword accessory.”

Preternia Disguise He-Man was the Club Eternia 2011 exclusive figure.

Included with PD He-Man was a poster titled “Etheria During the Horde Occupation.” For a closer look at the poster, see page 708.

Featured on Preternia Disguise He-Man’s cardback were Hordak, King Grayskull, the Goddess, He-Ro, and Moss Man.



KING HSSSS

Dreadful Disguised Leader of the Snake Men!



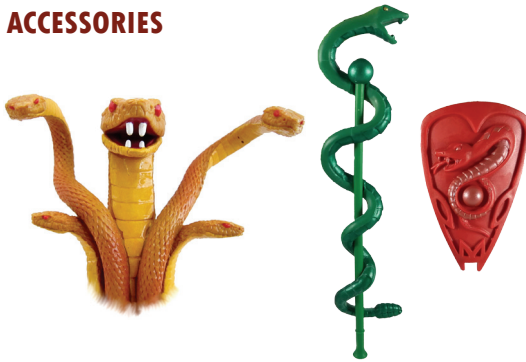
REAL NAME Hssss of the Viper House **BIO** A servant of the Unnamed One, Hssss was chosen to lead an army of Snake Men to the planet of Eternia to plunder its magical secrets. He ruled Eternia for three centuries until a rebellion formed under D'Vann Grayskull. Soon afterwards, the Horde invaded, and Hssss was drawn into a three-way war. All three sides agreed to a temporary truce in order to construct the Three Towers, but Hssss was betrayed by Hordak, and in time was banished to the Void by the Elders and Zodak. For five centuries he and his army waited until Evil-Lyn and a Snake Men descendent named Kobra Khan opened the Snake Pit to free them. King Hssss often tricks foes by appearing heroic, but then transforms into a seething mass of serpents and leads the Snake Men into battle!

VINTAGE VAULT The vintage King Hiss figure was released as part of the original toyline's fifth wave in 1986, and came equipped with a snake staff and shield.



HEAD & SHOULDERS From his smiling face to his scaly skin and shorts, the MOTUC King Hssss was a faithful update of his vintage predecessor. While nicely sculpted, the figure was unfortunately manufactured with reversed shoulders. The articulation still functioned even if the aesthetics were slightly off. As an apology for this mistake, Mattel sent a random free MOTUC figure to subscribers.

ACCESSORIES



ALTERNATE VIEWS

King Hssss utilized the standard male torso (hidden under a scaly overlay), Hordak's gloves, Skeletor's boot tops, and Keldor's feet.



MOTUC #052 • AFFILIATION The Snake Men • **SUBSCRIPTION** Club Eternia 2011 • **PRICE** \$20
• **ORIGINAL RELEASE** MattyCollector.com (March 15, 2011) • **RELEASE TYPE** Carded Figure



COMING OUT OF HIS SHELL The vintage King Hiss figure featured a human “shell” torso that could be removed to reveal King Hiss’ snake form underneath. For the MOTUC figure, King Hssss was given a second, swappable torso instead. While this was done for budgetary reasons, an added bonus was that the figure retained standard articulation (such as elbow joints) that would otherwise have been eliminated to preserve the vintage action feature. The snake torso featured a hinged jaw, and the snake arms were articulated via internal wires.

SHIELD ME King Hssss’ shield, an update of an accessory that came with the vintage figure, would be released again in different colors with Battle Armor King Hssss (2014), Serpentine King Hssss (2016), and Lord Gr’Asp (2017). An official bio for this shield (“Shield of Ka”) can be found on page 591.



WELL ARMED King Hssss’ signature snake staff would be released again in various colors with several different Snake Men figures throughout the MOTUC line.



TRIVIA

The following copy was written for King Hssss’ sales page on MattyCollector.com: “Once a snake, not always a snake... when provoked, this wretched reptile reveals himself to be an entire mass of them! Our fully articulated Dreadful Disguised Leader of the Evil Snake Men is armed and ready to strike with his shield of Ka. He also comes with a magic snake staff and interchangeable articulated snake form torso to complete his serpent-like transformation.”



Due to copyright restrictions, the figure could not be labeled as “King Hiss” on the packaging, so instead the moniker “King Hssss” was used.

A Battle Armor King Hssss figure, which was based on the character’s redesign for the 2002 MYP MOTU cartoon series, was released in 2014.

Serpentine King Hssss, a figure with an all-new snake torso, was released in 2016. This new torso was compatible with the original King Hssss’ legs.

Featured on King Hssss’ cardback were Hordak, Skeletor, He-Man, Zodak, and King Grayskull.



BATTLE ARMOR SKELETOR

Evil Lord of Destruction



REAL NAME Keldor of the House of Miro **BIO** Using dark magic taught by Hordak, Skeletor occasionally creates new forms of armor and weapons to outmaneuver the Masters of the Universe. His Battle Armor was first created to help Skeletor penetrate through the Mystic Wall in order to kidnap Adora and secretly clone the Sorceress of Grayskull. The original armor was destroyed by Oo-larr after three strikes with his mighty battle axe, sending Skeletor back behind the Wall. Skeletor reformed the armor 20 years later in an effort to combat a similar battle suit now worn by He-Man. Although lacking the mystic qualities of the original, his new armor was stronger and more powerful. Skeletor, Evil Lord of Destruction, is now protected by his magic Battle Armor!



VINTAGE VAULT The vintage Battle Armor Skeletor figure was released as part of the original toyline's third wave in 1984, and came equipped with a purple power sword and Havoc Staff.



UPDATE In the vintage toyline, striking the chest of the Battle Armor Skeletor figure would cause a mechanism in the figure's torso to flip, revealing a different chest plate with a slash (or two slashes) across it, giving the appearance of inflicted damage. The MOTUC version of the figure dropped the action feature in favor of three swappable chest plates that could be inserted by removing the armor and replacing the plate.

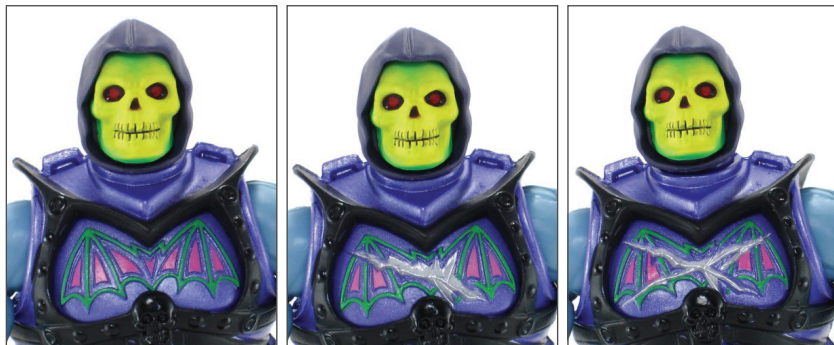


ACCESSORIES



MOTUC #053 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE \$20
• ORIGINAL RELEASE MattyCollector.com (March 15, 2011) **• RELEASE TYPE** Carded Quarterly Figure

WHAT'S THE DAMAGE? The three swappable chest plates represented the armor as undamaged, with one slash, or with two slashes.



AN AXE TO GRIND The figure came with the same battle axe as the original King Grayskull figure (and, subsequently, He-Man), re-cast in purple plastic. The figure did not come with Skeletor's Havoc Staff or purple sword, unlike its vintage counterpart.



TRIVIA

The following copy was written for Battle Armor Skeletor's sales page on MattyCollector.com: "Old Bones is back and seriously upping the badness factor with his all-new magic Battle Armor. Eternia's chief villain is ready to show the Masters who's the boss with a fan-requested purple battle axe and three interchangeable chest plates to show 1, 2, or no indications of battle damage... just like you remember!"



Battle Armor Skeletor was the first Quarterly Figure released in 2011. He came out in March, the same month as King Hssss.

Featured on Battle Armor Skeletor's cardback were Trap-Jaw, Beast Man, Battle Armor He-Man, Man-At-Arms, and Teela.

GALLERY



Original

Toys R Us 2-Pack

Mo-Larr 2-pack

Battle Armor

SKEL-E-FACES As seen above, each of the four Skeletor heads released at this point in the line had some subtle differences among them.



SAME AS Battle Armor Skeletor reutilized parts from the original Skeletor figure, along with the smooth ab piece from Hordak and He-Man's furry loin cloth. Note that the figure was painted as if wearing full, three-toed boots, whereas the original Skeletor had bare feet; his fingernails were painted as well.

SY-KLONE

Heroic Fist-Flinging Tornado!



REAL NAME Sy-Klone, Son of Dy-Lex **BIO** Protector of the Legacy Stones and the last defender of Anwat Gar, Sy-Klone joined the Masters of the Universe after the stones were destroyed and his mission was completed. He wears the last remaining tech-vest armor created by his Gar ancestors to terrorize Eternia after the Great Wars. Its built-in wind rockets allow the user to create powerful vortexes of spinning energy as a defensive weapon or to gain the ability to fly through the air. Sy-Klone has upgraded his armor to also include cosmic radar which lets him sense the physical presence of evil long before others can. Sy-Klone's wind powers and radar chest make him combat-ready!



VINTAGE VAULT The vintage Sy-Klone figure was released as part of the original toyline's fourth wave in 1985 and came equipped with a yellow shield. The figure's "cyclone action" (a rapidly spinning upper body) was activated via a thumb wheel on his waist. As he rotated, his arms would swing out, knocking down all enemy figures in his path.



YOU SPIN ME RIGHT ROUND The MOTUC Sy-Klone faithfully updated the design of its vintage predecessor, from the lenticular sticker on its chest to the Saturn symbol on its belt. The vintage figure had a dial on its belt which, when turned, caused the figure's upper body to spin rapidly. While this action feature was dropped from the MOTUC Sy-Klone, the figure did still feature a non-rotating dial on the back of its belt as a nod to the classic action feature.



ACCESSORIES



GALLERY



MOTUC #054 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** Club Eternia 2011 • **PRICE** \$20
• **ORIGINAL RELEASE** MattyCollector.com (April 15, 2011) • **RELEASE TYPE** Carded Figure



SHIELD ME Just like the vintage figure, MOTUC Sy-Klone came equipped with a yellow shield, which could clip onto either of his wrists.



PUT A RING ON IT The red ring on Sy-Klone's back, which was inspired by his 2002 MYP MOTU cartoon re-design, could be posed vertically or horizontally, or could be removed altogether. The figure could also hold it in his hand like a weapon.



HEADS UP In 2015, Mattel released "Heads of Eternia," a six-pack of character heads based upon their updated designs in the 2002 MYP MOTU cartoon. The pack included new heads for Grizzlor, Snout Spout, Clawful, Roboto, Buzz-Off, and Sy-Klone. The official bio for Sy-Klone's 2002 design, dubbed "Battle Armor Sy-Klone — Heroic Tornado Warrior," can be found on page 586.

TRIVIA

When Mattel later released a poster showing a map of the planets within the Horde Empire, a portion of the poster followed the layout of the planets on Sy-Klone's lenticular sticker.



Sy-Klone's sales copy read: "The last defender of Anwat Gar, Sy-Klone stands ready to protect your collection from evil! Taking ordinary armor to a whole new level, Sy-Klone's TECH vest makes it easy for him to blast wicked warriors back to the darkness they came from. Along with a sonar radar chest plate, this fully articulated figure comes with a cosmic shield and battle ring that can be attached to his backpack."

It was rumored that Mattel had planned to re-release Sy-Klone along with a repainted Red Tornado as part of their Toys R Us exclusive DC Universe vs. Masters of the Universe line of 2-packs, but this was never produced.

Featured on Sy-Klone's cardback were Teela, Roboto, He-Man, Moss Man, and Buzz-Off.



PANTHOR

Savage Cat of Skeletor



REAL NAME PantHOR **BIO** During his exile from Eternos Palace, Keldor saved a young dylinx cub from a hunter's pit in the Corridors of Lithos. The cub remained fiercely loyal to Keldor, who named him "Panthor" after a tribal story his Gar mother told him as a child. The purple skinned feline remained with Keldor even after he was transformed into the Lord of Destruction by Hordak's magic. Finding a new home in Snake Mountain, Panthor is forever at his master's side, carrying him into battle or curled up at the foot of Skeletor's throne, loyally growling at any who disagrees with the Overlord of Evil.

VINTAGE VAULT The vintage Panthor figure was released as part of the original line's second wave in 1983. The figure came equipped with a saddle and was covered in purple flocking. Like Battle Cat before him, Panthor was actually a repaint of a tiger figure released in Mattel's Big Jim toyline in 1976.



SAME AS Most of Panthor's body sculpt was taken from the Battle Cat figure. His head, with the exception of his lower jaw, was a new sculpt. Where Battle Cat had a rounder head with scruffier cheek fur, Panthor's head was narrower and his cheek fur lay flatter. Also, Panthor's ears were turned back but slightly raised, whereas Battle Cat's ears were lying flat against his head.



MOTUC #055 • AFFILIATION Evil Warriors • **SUBSCRIPTION** Club Eternia 2011 • **PRICE** \$30
• **ORIGINAL RELEASE** MattyCollector.com (April 15, 2011) • **RELEASE TYPE** Boxed Beast



ALTERNATE VIEW Panthor's helmet and saddle were removable.

BEAST OF BURDEN Panthor's saddle was the same as Battle Cat's, but recast in green plastic. There was a strap on Panthor's saddle for holding Skeletor's sword.



BATTLE-READY For Panthor's MOTUC update, sculptors the Four Horsemen decided to give him newly-designed helmet. Its horned design took its cues from Skeletor's Havoc Staff.



TRIVIA



The following copy was written for Panthor's sales page on MattyCollector.com: "Watch your back, Battle Cat, there's a new kitty in town! This one, however, stands squarely on the side of evil, ready to carry master Skeletor into combat at a moment's notice. Beautifully detailed and fully articulated, this fierce feline is fortified with an all-new Classics-style battle helmet, ensuring the good guys aren't the only ones with well-protected rides."

The vintage Panthor figure featured purple flocking. At San Diego Comic-Con in 2010, there was a poll for fans/attendees at the Mattel panel to vote whether they wanted the MOTUC Panthor to be released with flocking like the vintage figure or without flocking (like Battle Cat). Mattel claimed that Panthor sans flocking won the poll, although several fans in attendance contested these results. Regardless, the final figure did not feature purple flocking.

Unlike Battle Cat, who was sold outside of the 2010 subscription, Panthor was included in the price of the 2011 Club Eternia Subscription. He retailed for \$30 at a time when regular 6" figures in the line retailed for \$20.

Panthor was packaged with his helmet removed.

Featured on Panthor's cardback were Webstor, Scareglow, Trap Jaw, Whiplash, Evil-Lyn, Faker, Skeletor, and Mer-Man.



WEAPONS RACK



ACCESSORIES



INTRODUCTION The vintage Castle Grayskull playset included a weapons rack, molded in yellow plastic, that came with nine weapons, all cast in beige plastic. In 2011, Mattel opted to release an update of the Weapons Rack as a stand-alone item along with the updated versions of all nine of the original weapons plus room to hold more.

FULLY STOCKED While the vintage weapons rack had minimal detailing and featured no paint applications, the new version was given a more detailed wood grain texture with brown and silver paint. Instead of beige, the nine weapons were either silver plastic (with a “rusty” paint wash) or metallic red.



SEEING RED Five of the weapons in the MOTUC Weapons Rack were metallic red. This was done as an homage to “Man-E-Weapons,” an alternate version of the vintage Man-E-Faces figure that was packaged with five additional weapons in maroon plastic. The five metallic red Weapons Rack weapons are the same five pieces that came with “Man-E-Weapons” in the vintage line.

RIFLE The metallic red rifle was originally released in orange with Webstor. It was later re-released in silver in Weapons Pak #1 (Ultimate Battleground Assortment).



MOTUC #056 • AFFILIATION N/A • SUBSCRIPTION N/A • PRICE \$12

• ORIGINAL RELEASE MattyCollector.com (April 15, 2011) • **RELEASE TYPE** Carded Accessories



SHORT AXE The metallic red short axe was originally released with Buzz-Off. It would later be re-released in gold in Weapons Pak #4 (End of Wars Assortment).

SHIELD The metallic red shield was originally released in silver with the Eternian Palace Guards. It would later be re-released in blue (with Stinkor) and in gold in Weapons Pak #4 (End of Wars Assortment).



SWORD The metallic red sword was originally released with Man-At-Arms in yellow/silver, and re-released again in blue/silver in Weapons Pak #1 (Ultimate Battleground Assortment).



LONG AXE The long axe was originally released with the Eternian Palace Guards. The Palace Guard version had a bluer tint, while the Weapons Rack version featured a rusty paint wash.



MACE The metallic red mace was originally released in silver with the Eternian Palace Guards. It would later be re-released in gold in Weapons Pak #4 (End of Wars Assortment).

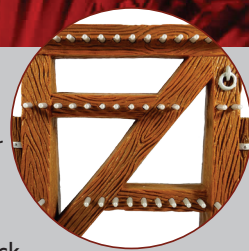
GRAYSKULL WEAPONS RACK

Forgotten Legend of Castle Grayskull

Many legends of Castle Grayskull exist beyond memory. One such tale involves Grayskull's great Weapons Rack. Tay-Larr, son of Sharella and He-Ro, and Salaria, daughter of Veena and King Grayskull, were trained by Gladiator in the ancient arts of battle. As their mystical mothers looked on from a distance, Tay-Larr and Salaria sparred, laughed, and grew together on the ramparts of Castle Grayskull. Eventually, the duo was tasked with helping Gladiator build Grayskull's Weapons Rack while they also forged and restored armaments for the mysterious champion Viktor. Not knowing of the prophecy they were destined to fulfill, Tay-Larr and Salaria fell deeply in love, married, and begat a child who would go on to become the warrior He-Ra, a heroic ancestor of He-Man and She-Ra. Sadly, He-Ra never knew her parents, for she was orphaned at a young age when Salaria and Tay-Larr took up the very arms they helped forge and heroically sacrificed their lives to rescue the legendary giant Tytus from the Arachna Queen Tyrantula and her ravenous offspring. Today, the Weapons Rack they built stands in Castle Grayskull, its origins lost to time.

TRIVIA

The official bio for the Weapons Rack was revealed on He-Man.org on September 30, 2019.



Featured on the Weapons Rack cardback were the Eternian Palace Guards, Skeletor, Tri-Klops, Battle Armor He-Man, Buzz-Off, King Randor, Teela, and Stratos.



HALBERD The silver halberd was originally released in green (with a glow-in-the-dark blade and spikes) with Scareglow.



SPEAR The silver spear was originally released with Whiplash in orange, and re-released again in gold with Eternos Palace King Randor.



PISTOL The silver/gray pistol was originally released with Man-At-Arms in yellow/silver, and re-released again in blue/silver in Weapons Pak #1 (Ultimate Battleground Assortment).



CATRA

Jealous Beauty



REAL NAME C'yra of D'rilluth III **BIO** A disputed monarch from the Tri Star System, C'yra joined the Horde Empire and was given a magical mask which granted her secret powers such as the ability to transform into a panther. She traveled with Hordak to Eternia on his mission to ensure He-Ro was destroyed. There, along with the rest of the Horde army, she was caught up in the Great Wars and eventually banished to Despondos by King Grayskull. She remained with her leader throughout their banishment and was eventually promoted to Force Captain after Hordak's step-daughter betrayed the Horde to the Etherian Rebellion. Catra's jealousy of She-Ra has become her greatest weakness.

CARTOON CORNER There were many differences between Catra's vintage toy design (released as part of the Princess of Power toyline's first wave in 1985) and her Filmation POP cartoon appearance. For her MOTUC figure, almost all of her design cues were taken from her cartoon appearance.



ACCESSORIES



SHIELD ME Catra's silver shield accessory, with its cat-face design and inset pink jewel, was based on a weapon that came with her vintage action figure. A bio for this shield ("Cat Shield") can be found on page 611.

SWORDPLAY Like the shield accessory, Catra's pink-hilted sword was based on a weapon included with her vintage action figure.



MOTUC #057 • AFFILIATION Evil Horde • **SUBSCRIPTION** Club Eternia 2011 • **PRICE** \$20
• **ORIGINAL RELEASE** MattyCollector.com (May 16, 2011) • **RELEASE TYPE** Carded Figure

ALTERNATE VIEWS

Catra's cape was removable. She utilized the standard female shoulders, biceps, upper legs and right hand, as well as She-Ra's torso, forearms, boots, and feet. All other pieces were newly sculpted.



WHIP IT GOOD The vintage Catra figure came with a pink comb. For MOTUC, the comb doubled as a whip and was molded in silver plastic.



CAT MASK, PART ONE Catra's silver cat mask, which clipped on over her eyes, was based on the accessory that came with her vintage action figure.



CAT MASK, PART TWO Catra's red cat mask was based on her Filmation POP cartoon appearance. The mask could be worn on the figure's forehead (as it was most frequently portrayed in the cartoon series) or pulled down over her eyes.



TRIVIA

The following copy was written for Catra's sales page on MattyCollector.com: "They say a cat has nine lives, and that's a good thing because this one is forever in danger! In her human form, our mischievous maiden of the Horde is ready to cause trouble for all Etherian Rebels. Catra is beautifully sculpted by the Four Horsemen and fully articulated. This kitty's cache includes interchangeable vintage and modern masks, shield, sword, and whip (of course). Everything about her is simply purrrrrfect."



Although the vintage Princess of Power toyline featured three different Catra figures, the character was only given one figure in MOTUC.

An official bio for the "Cast Mask of Catra" (the red mask) can be found on page 589; the bio for "Cat Mask" (the silver mask) can be found on page 594.

Featured on Catra's cardback were Hordak, Grizzlor, She-Ra, King Grayskull, and Bow.



THE FACELESS ONE

Ancient Lord of Zalesia



REAL NAME Nikolas Powers **BIO** As the ruler of Zalesia, Nikolas Powers was entrusted by King Grayskull to guard the city's great magical objects — the Havoc Staff and the mystical Ram Stone. Powers was a core member of Grayskull's Council of Elders, great mages from across Eternia who had the wisdom to tap into the planet's hidden magical secrets. But by marrying and having a daughter, he broke the Elders' treaty with King Hssss to not produce any heirs. Powers was stripped of his humanity, condemned to never leave Zalesia and forced to watch his beloved city destroyed by Serpos. Now called "The Faceless One," he asked the wizard-warrior He-Ro to use the power of Central Tower to send his daughter Evelyn into the future. There, with his immortality, he hoped to raise her away from the terror of the Great Wars.

CARTOON CORNER The Faceless

One was a character created for the 2002 MYP MOTU cartoon series, appearing in the episodes "Lessons" (where he made his debut and was revealed to be Evil-Lyn's father) and "The Price of Deceit." The character also played a role in the tie-in comic book series.



ACCESSORIES



THE RAM STONE

The Ram Stone was introduced in the 2002 MYP MOTU cartoon episode "Lessons." It appeared in a total of three episodes and was destroyed by He-Man in an episode titled "The Last Stand." An official bio for the Ram Stone was revealed on He-Man.org on September 28, 2020.

MOTUC #058 • AFFILIATION None • **SUBSCRIPTION** Club Eternia 2011 • **PRICE** \$20
• ORIGINAL RELEASE MattyCollector.com (June 15, 2011) • **RELEASE TYPE** Carded Figure



SAME AS The Faceless One came packaged with a re-release of Skeletor's Havoc Staff, the head of which was cast in semi-translucent red plastic. The official bio for this version of the Havoc Staff can be found on page 595.

RAM STONE

Enchanted Totem of Zalesia

The Ram Stone was the mystical totem of the city of Zalesia for generations. Created by their sorcerer kings of old, the Ram Stone

possessed the last remnant powers of the slain mystic god beast Bash-Or and could summon his likeness as a powerful unstoppable force. The Ram Stone's power kept the Snake Men at bay for centuries, but when King Nikolas assumed the throne, he joined the rebellion of King Grayskull. Although Nikolas agreed, as part of a peace treaty, not to produce an heir of his own, he loved his wife Queen Maligna too much to deny her a child. Tragically, the birth of his daughter cost Maligna her life and restarted the Great Wars, leaving Zalesia in ruins and Nikolas cursed as the Faceless One. Thousands of years later, Skeletor and Nikolas' wayward daughter Evil-Lyn tried to use the Ram Stone to breach Castle Grayskull, forcing He-Man to seemingly destroy it. Later the Sorceress helped the Faceless One reform the Ram Stone to contain Bash-Or's rampaging spirit, and it was kept in Castle Grayskull thereafter.



TRIVIA

The following copy was written for the Faceless One's sales page on MattyCollector.com: "Despite his best intentions, this dutiful dad couldn't stop the apple that is Evil-Lyn from falling far from the paternal tree. Fully articulated and beautifully sculpted by the Four Horsemen, the Faceless One includes his Havoc Staff and removable Ram Stone, making it all the easier to take down his enemies when the right time arrives."



A total of 11 all-new characters that made their debut in the MYP MOTU cartoon were given figures in MOTUC. Faceless One was the third.



ALTERNATE VIEWS

The Faceless One utilized the standard male torso, biceps, right hand, and upper legs, Hordak's gloves, Count Marzo's left hand, Skeletor's boot tops, and Keldor's feet.

Featured on the Faceless One's cardback were Evil-Lyn, Skeletor, Preternia Disguise He-Man, King Grayskull, and He-Ro.



GALLERY

BATTLEGROUND TEELA

Heroic Heir to the Sorceress



REAL NAME Teela **BIO** After being wounded by King Hssss' venom, the Sorceress of Grayskull knew her time was short. She quickly arranged a mission with Teela to the Elders' training citadel in the Polar Ice Cap. Here, the Sorceress revealed Teela's true heritage, that she was secretly her magically cloned daughter and destined to become the next guardian of the Castle Grayskull and its secrets! Although in a state of disbelief, Teela knew in her heart that her mother spoke the truth, and trained with the Sorceress until the venom at last overtook her. Returning to Grayskull as the new guardian, Teela uses her new magic to protect the Power of Grayskull and guard the safety of all Eternia.



PAGE TO PLASTIC

DC Comics published a *Masters of the Universe* comic in the early 80s, before the debut of the Filmation MOTU cartoon. While the comic established a lot of plot elements that would later become canon, there were some designs that stayed unique to the comic series, one of them being Teela wearing a decidedly more barbarian outfit. Fans latched onto the idea of getting this version of Teela in figure form, and Mattel obliged with Battleground Teela in June of 2011.



ACCESSORIES

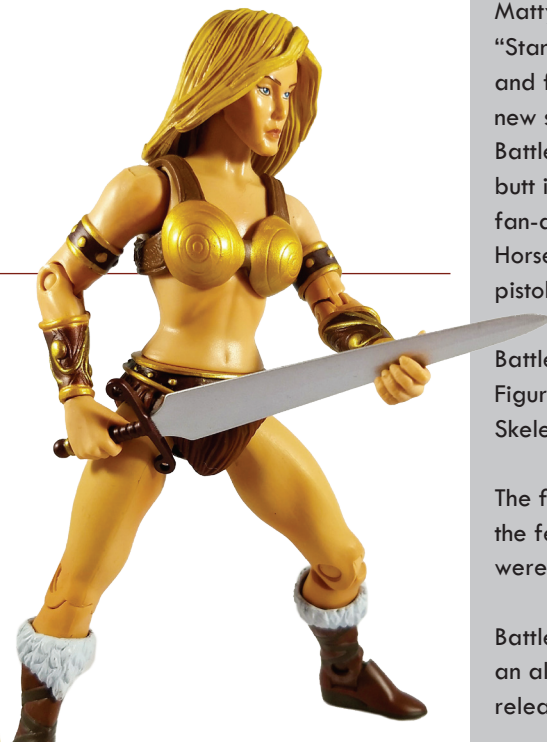


MOTUC #059 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** \$20
• ORIGINAL RELEASE MattyCollector.com (June 15, 2011) • **RELEASE TYPE** Carded Quarterly Figure



READY, AIM Battleground Teela's gun was a newly-sculpted piece and was based upon a weapon she used in her 1980s DC Comics appearance.

EN GARDE Like her gun, Battleground Teela's sword was a newly-sculpted piece based upon a weapon she used in her 1980s DC Comics appearance. This sword was released again with the Queen Marlena and Flutterina figures.



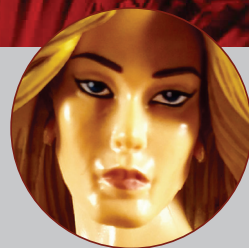
A HEAD OF THE REST

Battleground Teela's head worked quite well as an alternate portrait for the original Teela figure for collectors who preferred the character's traditional costume.

PLASTIC PAIRING? Even though Vikor was actually an early design for He-Man, this early version of Teela remained Teela in the MOTUC canon. Many fans, including the MOTUC brand manager, opted to consider Battleground Teela as a unique character instead, often pairing her with Vikor on their shelves as a Preternian Heroic Warrior.



TRIVIA



The following copy was written for Battleground Teela's sales page on MattyCollector.com:

"Stand aside, lesser sci-fi and fantasy babes... the new standard has arrived!

Battleground Teela is ready to kick all kinds of butt in her smashingly fashionable metal bikini. This fan-demanded figure was sculpted by the Four Horsemen and comes complete with sword, laser pistol and molded 'fur' short shorts."

Battleground Teela was the second Quarterly Figure released in 2011, after Battle Armor Skeletor.

The figure was lacking the thigh swivel that most of the female figures had. These points of articulation were likely dropped for aesthetic reasons.

Battleground Teela's head sculpt was included as an alternate head with the Ultimate Teela figure released by Super7 in 2017.

Featured on Battleground Teela's cardback were Evil-Lyn, Man-At-Arms, He-Man, Zadak, and Chief Carnivus.



CLAWFUL

Warrior with the Grip of Evil!



REAL NAME Pronounced through a series of claw clicks **BIO** A member of the Karikoni, an Eternian race of crustacean warriors, “Clawful,” as he was known outside of Orkas Island, became a core member of Skeletor’s Evil Warriors after he saved Beast Man’s life from a Seclapoid attack. Clawful’s hard shell protects him from both extreme heat and cold. Under a spell cast by Evil-Lyn, Clawful’s dull wits were enhanced, turning him into a keen warrior and strategist. He fought alongside Skeletor, leading a battalion of Skeleton Warriors during the Second Ultimate Battle Ground. Clawful uses his dreadful claw to work his evil will!



VINTAGE VAULT The vintage Clawful action figure was first released as part of the original toyline’s third wave in 1984. The figure came with removable armor and a green mace.

UPDATES The vintage Clawful figure came in two versions: one which utilized

Skeletor’s legs, and another which utilized Buzz-Off/Whiplash’s legs. The MOTUC figure came with the latter.



ACCESSORIES



HEADS UP In 2015, Mattel released “Heads of Eternia,” a six-pack of character heads based upon their designs in the 2002 MYP MOTU cartoon.

Clawful received a new head sculpt in this pack. The official bio for this alternate head — dubbed “Cunning Clawful” — can be found on page 593.



MOTUC #060 • AFFILIATION Evil Warriors • **SUBSCRIPTION** Club Eternia 2011 • **PRICE** \$20
• **ORIGINAL RELEASE** MattyCollector.com (July 15, 2011) • **RELEASE TYPE** Carded Figure

TASTE THE MACE While the vintage figure's mace was a rather generic weapon that was re-used with different figures, here the club was given a slightly more character-specific design.

Instead of simply giving collectors a green version of the Eternian Palace Guards' club, Clawful's club featured a small seashell design at its base.



SHIELD ME Clawful's shield was a new accessory created specifically for this figure. This shield was released again, in green plastic, in Weapons Pak #3 (Great Unrest Assortment) in 2012.



THE CLAW Just like his vintage predecessor, the MOTUC Clawful had a large, spring-loaded right claw.



UPGRADE Clawful's shield was re-released in green in Weapons Pak #4 (Great Unrest Assortment) in October of 2012.



TRIVIA

The following copy was written for Clawful's sales page on MattyCollector.com: "Get a grip, Clawful... thanks to the mercy of the Evil Warrior Goddess, you've got nothing to be crabby about and your enemies have everything to fear! Featuring full articulation all the way down to that cataclysmic claw, he includes a vintage-style mace and shell-inspired shield. Combined with an awesomely over-sized appendage, it's nearly impossible for adversaries to escape his powerful clutch!"



The back of the figure's armor resembled a crab shell, which was a nod to the character's 2002 redesign. This portion of the figure's armor was removable; the front was not.

A new Clawful figure, sculpted after his design in the Filmation MOTU cartoon, was released as part of the Club Grayskull line in 2016. In addition to a new version of his club, the figure also included the Horn of Evil.

Featured on Clawful's cardback were Evil-Lyn, Skeletor, Mer-Man, Beast Man, and Tri-Klops.



GALLERY

QUEEN MARLENA

Heroic Queen of Eternia



ACCESSORIES



REAL NAME Marlena Glenn **BIO** An explorer from planet Earth, Marlena traveled with two companions in an experimental warp ship through a dimensional rift. Crash landing on Eternia, Marlena was the ship's only survivor, rescued from certain death by a young Captain Randor. Falling in love with him, Marlena chose to remain on Eternia as Randor's wife and eventually served as Queen after the end of the Great Unrest. Although her children do not suspect it, she is well aware of both Adam and Adora's dual identities and is proud of her warrior twins. Often assigned diplomatic duties, Marlena has been trained by Duncan and Clamp Champ and has led Randor's armies into battle in times of need. Queen Marlena helps rule the free people of Eternia with her wisdom and strength.



CARTOON CORNER Queen Marlena's appearance has varied greatly over various forms of media (cartoons, comics, etc.). This action figure was based entirely on her Filmation MOTU cartoon design, which is easily the most recognizable look for the character.

DUAL PERSONALITIES Queen Marlena came packaged with two heads and all of the clothing and accessories necessary to display her as either Queen Marlena (Monarch of Eternia) or Captain Glenn (Astronaut from Earth). The figure was packaged wearing the Queen Marlena head and outfit, with the card bubble reading "Queen Marlena," exclusively at San Diego Comic-Con in July of 2011. When the figure went on sale to the general public on MattyCollector.com later that same month, the figure was packaged wearing the Captain Glenn head and outfit, with the card bubble reading "Captain Glenn." Aside from these packaging differences, and the unique bios given to the Queen and Captain, the figures were identical and came with the same accessories.



MOTUC #061A • AFFILIATION The Royal Family • **SUBSCRIPTION** N/A • **PRICE** \$25
• ORIGINAL RELEASE San Diego Comic-Con (July 21-24, 2011) • **RELEASE TYPE** Carded Figure



< WELL STAFFED Queen Marlena's staff, which was a newly-sculpted piece, was designed to pair well with the staff that came with the King Randor figure.

EN GARDE >

Queen Marlena's sword was a repaint of Battleground Teela's sword, with the hilt in black and green instead of brown.



< HERE KITTY

Queen Marlena came with a pack-in Cringer figure. While well sculpted, the green cat was slightly under-scaled and featured only one point of articulation (at the neck).



TRIVIA



The following copy was written for Queen Marlena's sales page on MattyCollector.com: "The good queen of Eternia is finally here to complete the Eternos Royal Family. Marlena isn't arriving empty handed... she includes her royal green dress, scepter and sword, plus an interchangeable space helmet head, rifle and blaster pistol to transform her back into her fighting days as Captain Glenn, Heroic Galactic Adventurer! And as an added accessory, Queen Marlena includes Cringer, Prince Adam's loyal pet and secret identity of Battle Cat!"

The back of Queen Marlena's packaging did not contain a bio for Cringer. His official bio was finally revealed on-line at He-Man.org on September 10, 2018 (see page 584).

Queen Marlena (and Captain Glenn) retailed for \$25 at a time when regular figures in the MOTUC line cost \$20.

Featured on Queen Marlena's cardback were King Randor, Prince Adam, Adora, Orko, and Eternian Palace Guards.



GALLERY

CAPTAIN GLENN

Heroic Galactic Adventurer



REAL NAME Marlena Glenn **BIO** Before she was Queen of Eternia, Marlena Glenn was a heroic explorer and space captain from Planet Earth. Along with her courageous crew, she traveled the stars in search of new sources of fuel for her homeworld. A crack shot with almost any laser rifle, she prefers a Higuchi 1114 model for its speed and accuracy. On many adventures she learned to rely not only on her strength and courage but her intellect as well. After completing her assignment with Project Photog, Marlena volunteered to pilot an experimental warp ship through a black hole. Arriving in the center of her dimension, she became the first Earthling to make contact with the magical planet of Eternia. Late in life, she used the power of the Cosmic Key to return to her homeworld, discovering a great secret that linked the two planets she called home!



CARTOON CORNER The idea of Queen Marlena being an astronaut from Earth named Captain Marlena Glenn was first introduced in a 1982 DC Comics mini-series. Her story was later depicted in

the Filmation MOTU cartoon episode "Teela's Quest," in which she used a new device to project her memories for Adam to witness the events that led to her crash on Eternia. Further details were provided in the episodes "The Rainbow Warrior," which showed the aftermath of the crash and her first encounter with Randor.



ACCESSORIES



ALTERNATE VIEWS Captain Glenn/Queen Marlena appeared to use the standard female shoulders, biceps, hands, and upper legs, along with Adora's forearms and feet and She-Ra's boot tops. The female torso piece was typically hidden, but it's possible she may have utilized Adora's torso as well.

MOTUC #061B • AFFILIATION The Royal Family • **SUBSCRIPTION** N/A • **PRICE** \$25
• ORIGINAL RELEASE MattyCollector.com (August 1, 2011) • **RELEASE TYPE** Carded Figure

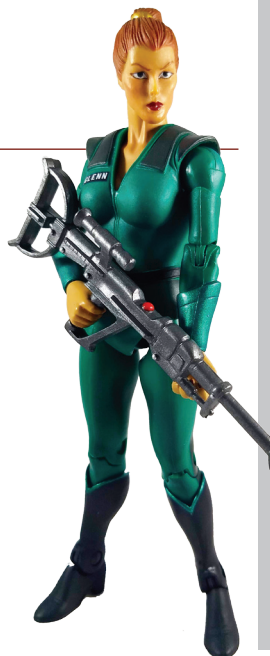


HATS OFF The figure's helmet was comprised of three parts: the clear front piece, the silver back piece, and the removable collar.

GUNS OUT Captain Glenn's rifle was a newly-sculpted piece and was based on a weapon carried by Skeletor's troopers in the 1987 *Masters of the Universe* movie.



DÉJÀ VU Captain Glenn's pistol and holster first appeared with the Adora figure.



TRIVIA



The following copy was written for Captain Glenn's sales page on MattyCollector.com: "Fresh from the battle field, Captain Glenn arrives armed with her rifle and blaster pistol. She's not arriving empty handed... the good Captain includes her royal green dress, scepter and sword, plus an interchangeable head, to transform her into Queen Marlena! And as an added accessory, she includes Cringer, Prince Adam's loyal pet and secret identity of Battle Cat."

In the Filmation MOTU cartoon, Captain Glenn's astronaut uniform was white, but in order for Queen Marlena / Captain Glenn to utilize the same arms, the uniform was changed to green to match the Queen's dress. The removable uniform piece appeared to share sculpting with Adora's outfit.

Plans to eventually release a more properly-scaled Cringer in MOTUC never came to fruition.

Featured on Captain Glenn's cardback were King Randor, Prince Adam, Adora, Orko, and Eternian Palace Guards.



GALLERY

FAKER vs BIZARRO

Evil Robot of Skeletor Imperfect Duplicate

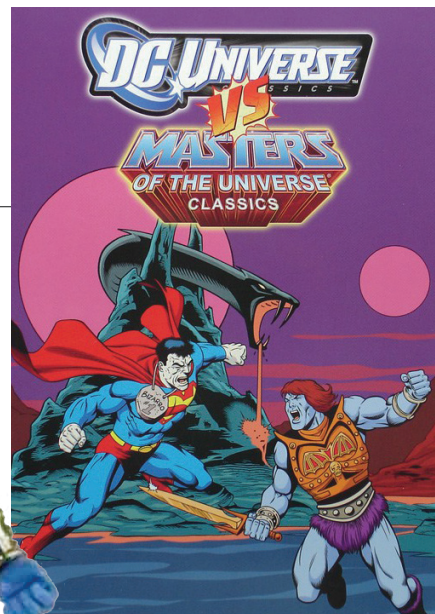


REAL NAME Faker **BIO** Originally built by Man-At-Arms to cover for He-Man when Prince Adam is needed, Faker was abandoned in the royal junkyard after his first mission and salvaged by the evil warrior Tri-Klops. At the request of Skeletor, Faker was reprogrammed to replace He-Man and convince the people of Eternia that He-Man had betrayed King Randor and turned to evil.



BACKGROUND In 2011, Toys R Us released three more DC Universe vs. Masters of the Universe 2-packs. But before hitting retail, Battle Armor Faker vs. Bizarro was first released at SDCC in July.

FREE POSTER! Like the Mer-Man/Aquaman and Stratos/Hawkman 2-packs, this 2-pack came packaged with a mini-poster depicting the two characters in battle.



ACCESSORIES



UPDATES Battle Armor Faker was basically identical to the original version of the character, but this time came packaged with Skeletor's Battle Armor in orange plastic, as well as the three swappable chest plates.

EN GUARDE Faker came armed with an orange version of the Power Sword, making its 13th appearance in the MOTUC toyline.

MOTUC #062 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE \$29.99
• ORIGINAL RELEASE San Diego Comic-Con (July 21-24, 2011) • RELEASE TYPE Figure 2-Pack

WHAT'S THE DAMAGE? Just like the previous Battle Armor figures, Faker dropped the vintage action feature in favor of three swappable chest plates (undamaged, one slash, and two slashes) that could be inserted by removing the armor and replacing the plate.



REAL NAME None **BIO** Created to be a duplicate of Superman, Bizarro is proof positive that things don't always work out the way they're supposed to. He has caused plenty of trouble for Superman, sometimes "teaming up" with villains who take advantage of his limited intellect. Heroes who underestimate Bizarro, however, are soon reminded that, like Superman, he possesses a formidable array of superpowers. There's only one thing you can count on with Bizarro — at every turn, he'll insist on doing the opposite of Superman.



BATTLE ARMOR FAKER

Evil Armored He-Man Imposter

During his exile on Anti-Eternia, Faker resentfully served the evil Anti He-Man as a double agent. Posing as his universe's He-Man, Faker was accepted as an ally by Anti Keldor and his band of heroic rebels. So taken was Anti Keldor with "He-Man" that he presented him with enchanted Battle Armor as a token of goodwill. Because he was originally programmed to destroy He-Man and obey

Skeletor above all others, Faker's computer brain struggled to process the strange inverse world of Anti-Eternia and began to perceive Anti Keldor as Skeletor. Thus, much to Anti He-Man's outrage, Faker's loyalties unexpectedly shifted when he used his Battle Armor to shield Anti Keldor from a sneak attack by Anti Man-At-Arms and Anti Orko. Later, when Faker received a secret interdimensional summons, the heroic scientific genius Anti Beast Man helped him return to his own world. Though Faker rejoined the resurrected Skeletor on Eternia, he kept Anti Keldor's Battle Armor as a mark of respect. Afterwards, Anti Keldor was shocked to learn that Faker was actually an evil android and not the legendary He-Man of the parallel universe.

TRIVIA

The Bizarro figure was a slightly brighter repaint of his original release in the DC Superheroes line, and included the "Bizarro #1" necklace that was first released with a later repaint in the same line.



Battle Armor Faker's bio was identical to his single-carded release from earlier in the line. A new, official bio for Battle Armor Faker ("Evil Armored He-Man Imposter") was revealed on He-Man.org on July 29, 2019.

Two more 2-packs were released by Toys R Us in 2011: Zodac / Green Lantern and She-Ra / Supergirl.



PACKAGE ART The back of the packaging featured artwork and bios for both characters.



MAN-E-FACES

Human...Robot...Monster!



ACCESSORIES



REAL NAME Perkaedo **BIO** Once the greatest actor on Eternia, Perkaedo, a master of disguise, performed before King Randor and Queen Marlena at Prince Adam's 18th birthday celebration. It was here that he drank a magic potion, secretly created by Skeletor, that transformed him into an evil monster with incredible strength. With the help of He-Man and the Sorceress, Perkaedo was cured from this transformation, but the process left him forever split between not just two but three personalities. He now uses his powers to protect justice in his greatest role: as Man-E-Faces, the man who is three warriors in one: human, robot or monster!

VINTAGE VAULT The vintage Man-E-Faces action figure was first released as part of the original toy-line's second wave in 1983. The figure came armed with an orange laser gun.

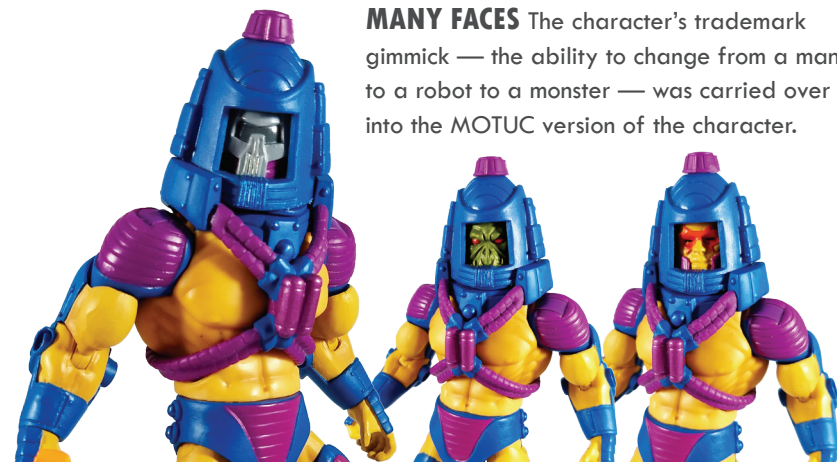


UPDATES In the vintage figure line, Man-E-Faces' cross-sell art featured flesh-toned skin on the figure's torso, but the figure itself was orange. For the MOTUC figure, Mattel ran a fan poll to decide how the modern iteration of the figure should look: like the old toy, like the old art, or a compromise between the two. The majority of the votes went to the "compromise" option, and so the final figure's torso color was a mix of flesh and orange. Man-E-Faces used the same biceps, forearms, hands, shorts, legs, and feet as parts as Trap-Jaw/Kronis. All other parts were newly sculpted.

GUNS OUT Just like his vintage action figure, MOTUC Man-E-Faces came armed with an orange laser gun.

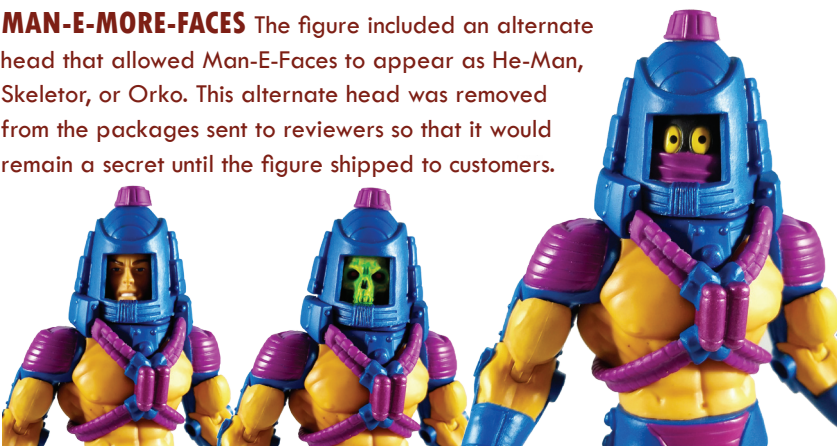


MOTUC #063 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** Club Eternia 2011 • **PRICE** \$20
• **ORIGINAL RELEASE** MattyCollector.com (August 15, 2011) • **RELEASE TYPE** Carded Figure

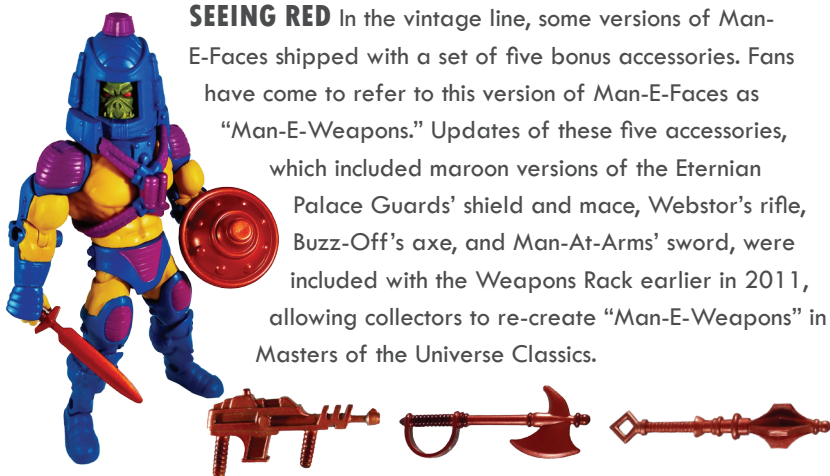


MANY FACES The character's trademark gimmick — the ability to change from a man to a robot to a monster — was carried over into the MOTUC version of the character.

MAN-E-MORE-FACES The figure included an alternate head that allowed Man-E-Faces to appear as He-Man, Skeletor, or Orko. This alternate head was removed from the packages sent to reviewers so that it would remain a secret until the figure shipped to customers.



SEEING RED In the vintage line, some versions of Man-E-Faces shipped with a set of five bonus accessories. Fans have come to refer to this version of Man-E-Faces as “Man-E-Weapons.” Updates of these five accessories, which included maroon versions of the Eternian Palace Guards’ shield and mace, Webstor’s rifle, Buzz-Off’s axe, and Man-At-Arms’ sword, were included with the Weapons Rack earlier in 2011, allowing collectors to re-create “Man-E-Weapons” in Masters of the Universe Classics.



TRIVIA

The following copy was written for Man-E-Faces’ sales page on MattyCollector.com: “Don’t dare call him two-faced ... he’s actually got three, and this figure has them all!”



This former actor from Eternia makes his grand entrance featuring turnable faceplates that reveal three very different personalities. Take Man-E-Faces from Monster to Human to Robot, all in service of the fight for justice. This fully articulated figure comes with his trademark laser gun, plus a top-secret accessory. Sorry, we can’t spoil the surprise, but all will be revealed when you open the box!”

Mattel considered packaging the figure with an unhelmeted head or a second “transforming” head that referenced other fictional archetypes like a pirate or a ninja.

A new Man-E-Faces figure, sculpted after his design in the classic Filimation MOTU cartoon, was later released as part of the Club Grayskull line.

Featured on Man-E-Faces’ cardback were Roboto, Moss Man, He-Man, Buzz-Off, and Battleground Teela.



MEGATOR

Evil Giant Destroyer



ACCESSORIES



REAL NAME Moleb the Demolisher **BIO** An Eternian giant in service to Hordak, Megator led Hordak's troops in battle during the Great Wars. He was recruited to help bolster the Horde's ranks after Tytus and several other giants from the Mountains of Perpetua allied themselves with King Grayskull. Megator was killed during the First Ultimate Battleground, caught in the iron jaws of Central Tower when the Three Towers sank into Sub-Ternia. His remains were discovered millennia later by King Hssss, who magically reanimated him into a mindless zombie. Megator served King Hssss and fought against Hordak and the Masters of the Universe in the Second Ultimate Battleground until once again dying on the battlefield.

VINTAGE VAULT In 1987, with sales of the vintage Masters of the Universe toyline beginning to dwindle, Mattel made plans for a new line called the Powers of Grayskull, which would feature toys based on a storyline taking place in Eternia's past. While the line as a whole was cancelled before Powers of Grayskull could be fully released, two PoG figures — Tytus and Megator, who both also happened to be MOTU's first giant figures — were given a limited release in Italy. In 2011, Megator joined Tytus and He-Ro (and, later, Eldor) among Powers of Grayskull characters finally given a proper release in MOTUC.



HAIR DON'T The vintage Megator figure featured rooted hair, but the MOTUC version had molded plastic hair instead. The included alternate "zombie" head featured rooted hair.



HEADS UP The figure included an alternate zombie head, the presence of which was explained in the figure's bio. This alternate head was removed from the packages sent to reviewers so that it would remain a secret until the figure shipped to collectors.



MOTUC #064 • AFFILIATION Evil Horde / Snake Men • **SUBSCRIPTION** N/A • **PRICE** \$40
• ORIGINAL RELEASE MattyCollector.com (August 15, 2011) • **RELEASE TYPE** Oversized Figure

SAME AS Megator shared many parts with the previously-released Tytus, including the shoulders, biceps, forearms and upper legs. Among Megator's new parts were his heads, torso, loin cloth, and lower legs/feet.



SIZE MATTERS The vintage Megator figure was 15" tall, making it three inches taller than the MOTUC Megator, even though the MOTUC line was a larger scale than the vintage Masters of the Universe figures.



WELL ARMED Megator's flail featured a real metal chain.



TRIVIA

The following copy was written for Megator's sales page on MattyCollector.com: "He's already died in battle twice, but he's back for more... and we've got him! Originally released in 1987 overseas only, this former servant to the evil King Hssss has returned as a fully articulated figure ready to wreck havoc! This 12" beast is just begging to bludgeon someone using his vintage mace (with a real metal chain!). Megator also arrives with a special accessory that allows you to transform him between eras, but you'll have to face him down and open the box to reveal that secret. You're not afraid of a lil' ol' Evil Giant Destroyer, are you?"



Megator's alternate head made him the only figure released in MOTUC with rooted hair.

Some of Megator's newly-tooled parts would later be re-used for the Procrustus figure.

Featured on Megator's cardback were Hordak, King Hssss, Moss Man, He-Ro, The Goddess, King Grayskull, and Preternia Disguise He-Man.



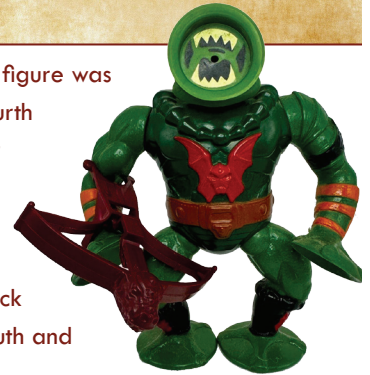
LEECH

Evil Master of Power Suction



REAL NAME K'ull'leusshhhh **BIO** A Slebetor Slug-man from deep in the Lake of Gnarl, Leech was called from the depths by a magic spell cast by Hordak to bolster his forces against King Grayskull and the Snake Men during the Great Wars. Mindwiped by Hordak's lead witch, Leech became a loyal member of the Horde Army, using his magically enhanced energy-draining powers to suck enemies of their strength. He later played a key role in the Horde's fight against the Great Rebellion after Hordak claimed Etheria as a new homeworld during their banishment in Despondos. When called upon in battle, Leech sucks the power from his enemies!

VINTAGE VAULT The vintage Leech action figure was released as part of the original toyline's fourth wave in 1985, when the Evil Horde was first introduced into the Masters of the Universe storyline. The figure, which came armed with a crossbow and had suction cups for hands and feet, also had a button on his back which helped create a seal between his mouth and smooth surfaces.



UPDATES The MOTUC version of Leech was a faithful update of the vintage action figure. The most notable difference between the two was the lack of a suction action feature with the MOTUC version. The MOTUC Leech's hands and feet, while smooth and flat, did not function as suction cups. Also, like Hordak and Grizzlor, the MOTUC Leech came with a Horde arm band, except his was permanently attached to his shoulder armor. The only existing parts that Leech utilized were the standard male shoulders, biceps, and upper legs.



FACE LIFT Because the MOTUC version of Leech abandoned the suction cup mouth of its vintage predecessor, the figure's head sculpt was a bit of a redesign/reimagining of the character's design, giving him a more realistic portrait.



ACCESSORIES



MOTUC #065 • AFFILIATION Evil Horde • SUBSCRIPTION Club Eternia 2011 • PRICE \$20
• ORIGINAL RELEASE MattyCollector.com (September 15, 2011) • **RELEASE TYPE** Carded Figure



DON'T CROSS ME Like his vintage predecessor, MOTUC Leech came armed with a maroon crossbow, which could clip to either of his forearms.

THIS SUCKS While most of Leech's articulation was standard for the line, he was given additional wrist articulation in order to strike "power sucking" poses with his hands. He could also do hand stands.



STUCK ON YOU Leech's second accessory was a "Horde Net," which was a newly created piece without precedence in any prior MOTU storyline or toy. The suction cups on the net allowed Leech to "capture" his enemies and stick them to a smooth surface, and a call-out on the figure card read, "NET REALLY STICKS TO SMOOTH SURFACES!"



TRIVIA

The following copy was written for Leech's sales page on MattyCollector.com: "You won't need a mop to clean up after the slippery, slimy servant of Hordak. When Leech drains the life-force from an opponent he leaves nothing but an empty shell behind! One of the five original members of the Evil Horde, this collection-essential figure comes complete with a vintage Horde-issued crossbow and a net accessory that really sticks to walls! Sculpted by the Four Horsemen, Leech features an all-new fully articulated torso to capture his extra bulky build."



Leech's net accessory was unfortunately made with a brittle rubber that tended to crack over time.

Mattel considered including an alternate head for Leech that would have been sculpted to more closely resemble the vintage figure's head, complete with suction cup mouth, but this was dropped for budgetary reasons.

Featured on Leech's cardback were Hordak, Grizzlor, Catra, She-Ra, and Bow.



GALLERY

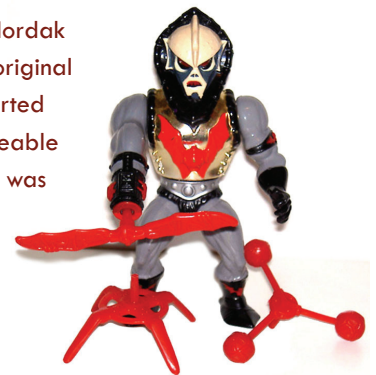
HURRICANE HORDAK

Ruthless Leader with Wicked Whirling Weapons



REAL NAME Hec-Tor Kur **BIO** After being released from exile in Despondos by Evil-Lyn, Hordak returned to Eternia with his ageless army to once again claim the planet's hidden magical properties for his own. Finding his former pupil Skeletor on the throne of Eternos Palace following the apparent death of King Randor, Hordak upgraded his armor with a Hurricane Blaster which he used to not only challenge the Lord of Destruction but also drive the Snake Men back into the Void. After ripping through the walls of Snake Mountain, Hurricane Hordak cast off his battle shield and advanced on Skeletor, whirling his thunderball mace!

VINTAGE VAULT The vintage Hurricane Hordak action figure was released as part of the original toyline's fifth wave in 1986. The figure sported a "robotic" arm that spun three interchangeable weapons when a flywheel on figure's back was turned.



UPDATES Like its vintage predecessor, the MOTUC Hurricane Hordak came with a robotic right arm to which three different weapons could be attached. The MOTUC figure lacked the spinning action figure of the vintage figure, however.



ACCESSORIES



MOTUC #066 • AFFILIATION Evil Horde • **SUBSCRIPTION** N/A • **PRICE** \$20

• **ORIGINAL RELEASE** MattyCollector.com (September 15, 2011) • **RELEASE TYPE** Carded Quarterly Figure

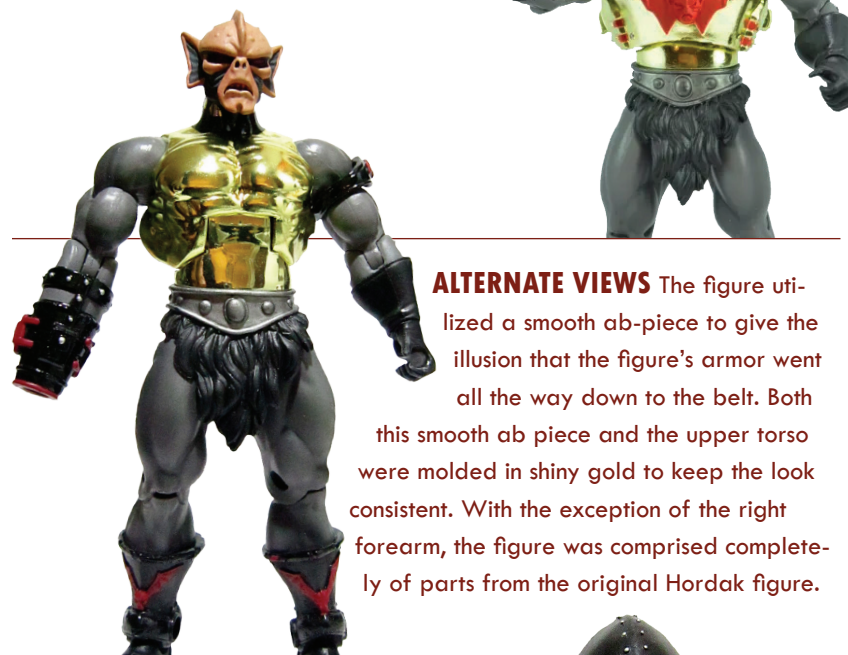
TAKING FLIGHT The first of Hordak's three attachments were these "bat blades."



TASTE THE MACE Hurricane Hordak's second attachment was this 3-headed "thunderball mace."



CUTS DEEP Last but not least, Hurricane Hordak came armed with a 4-pronged "fork pincher."



ALTERNATE VIEWS The figure utilized a smooth ab-piece to give the illusion that the figure's armor went all the way down to the belt. Both this smooth ab piece and the upper torso were molded in shiny gold to keep the look consistent. With the exception of the right forearm, the figure was comprised completely of parts from the original Hordak figure.

DIALING IT IN The vintage Hurricane Hordak figure featured a big red dial on its back which, when turned, would cause his weapon attachments to spin. While this action feature was not included with the MOTUC Hurricane Hordak figure, the red dial was still sculpted onto the back of his armor.



TRIVIA

The following copy appeared on Hurricane Hordak's sales page on MattyCollector.com: "He-Man and Skeletor both had better watch their backs... there's big trouble brewing on the horizon when Hordak returns armed with a vicious hurricane blaster attachment that includes his bat blades, thunderball mace and fork pincher! Sculpted by the Four Horsemen and fully articulated, his armor is removable for those quieter moments when Hurricane Hordak plots his re-invasion of Eternia."



Hurricane Hordak's three weapon attachments were compatible with the Trap Jaw, Spikor, Horde Prime, Cy-Chop, and Roboto figures as well.

Hurricane Hordak came with the same Horde arm band that the original Hordak figure featured.

Hurricane Hordak's three spinning blade attachments were cast in black plastic and included in Weapons Pak #4 (End of Wars Assortment) in 2013 for use with Trap Jaw.

Featured on the figure's cardback were Battle Armor Skeletor, Leech, Catra, and Battle Armor He-Man.



ZODAC vs GREEN LANTERN

Cosmic Enforcer Cosmic Crusader



REAL NAME Zodac **Zur BIO** Once a member of Eternia's Council of Elders who had transformed themselves into spirits residing within the walls of Castle Grayskull, Zodac chose to retain his human form and left Eternia after King Grayskull's demise. Finding peace among the stars, Zodac was recruited by the Overlords of Trolla to become a Cosmic Enforcer, beings tasked with maintaining neutrality throughout the universe. Although Zodac no longer calls Eternia home, the constant struggle over the Sword of Power has often called him back to his native planet to maintain the eternal balance between good and evil.

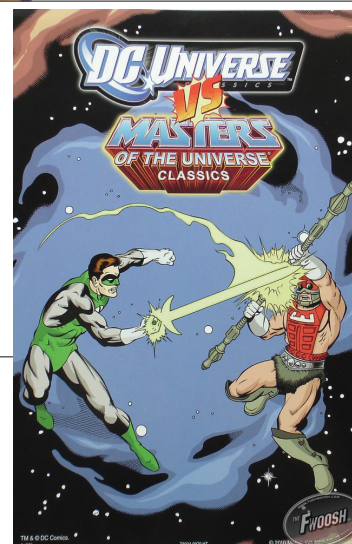


BACKGROUND

Zodac vs. Green Lantern was the second of three DC Universe vs Masters of the Universe 2-packs released exclusively to Toys R Us in 2011.



FREE POSTER! The 2-pack came packaged with a mini-poster depicting the two characters in a battle scene. It is noteworthy that Zodac was depicted wielding a gray version of the Zodak staff instead of his signature gun.



ACCESSORIES



UPDATES This version of Zodac sported white gloves and closed-toe boots, giving him a look that more closely resembled his Filmation MOTU cartoon appearance.

MOTUC #067 • AFFILIATION Cosmic Enforcers • **SUBSCRIPTION** N/A • **PRICE** \$29.99
• **ORIGINAL RELEASE** Toys R Us (2011) • **RELEASE TYPE** Figure 2-Pack



WELL-ARMED Green Lantern came packaged with the green machine gun construct that was originally released with the John Stewart figure in the DC Universe Classics line of action figures.

REAL NAME Hal Jordan **BIO** While training in a flight simulator, test pilot Hal Jordan was suddenly transported to the crash site of an alien spacecraft. The injured pilot passed on to Jordan his green ring and uniform. The ring allowed him to make real anything that he could imagine, from flying unaided through space to lifting mountains. With it, Jordan, chosen by the ring itself because of his fearlessness, must fight evil as a member of the Green Lantern Corps.



UPGRADE While Hal Jordan re-used the same sculpt as his release in the DC Universe line, his paint job was slightly different. He featured a metallic finish on the green parts of his costume, and a glossy finish on the black sections. There was also a pearl white finish to his gloves.

HEROIC COSMIC ENFORCER ZODAC

Heroic Master of the Cosmos

Sent by the Overlords to investigate the assassination of Zodac on Eternia, young Stobo was drawn into a web of intrigue when Slamurai brought him to a hidden lair where, to his shock, a living Zodac greeted him. There, Zodac told Stobo that he faked his death after a team of Elite Cosmic Enforcers were sent to murder him by their ancient leader, the Supreme Arbitor. Stobo listened in horror as Zodac revealed that the Supreme Arbitor and his "Elite Eleven" had become mad and corrupt in their question to enforce neutrality, pointing to secret atrocities committed in the name of cosmic balance, and without the benevolent Overlords' knowledge. Instructing Stobo to abandon the Enforcers and join the Heroic Warriors, Zodac made his survival known to King He-Man and the Sorceress Teela when he learned that the Supreme Arbitor planned on vaporizing the population of the Priman city Levitan to counterbalance the many resurrections caused by the Reawakening. With the aid of He-Man, Zodac, and eventually Zanthor, Zodac led a contingent of Heroic Warriors and Galactic Protectors into space to stop the insane Supreme Arbitor.



TRIVIA

Oddly, this version of Zodac sported armor that was glued in place, making it non-removable, whereas the original release Zodac had removable armor.



The only sculpted differences between this figure and the original single-carded Zodac were the hands and feet.

Zodac's bio on the back of the packaging was identical to his single-carded release from earlier in the line. A new bio for this version of the character (dubbed "Heroic Cosmic Enforcer Zodac — Heroic Master of the Cosmos") was revealed on He-Man.org on June 24, 2019.



The back of the packaging featured artwork and bios for both characters.



SHE-RA vs SUPERGIRL

Most Powerful Woman in the Universe The Maid of Might



ACCESSORIES

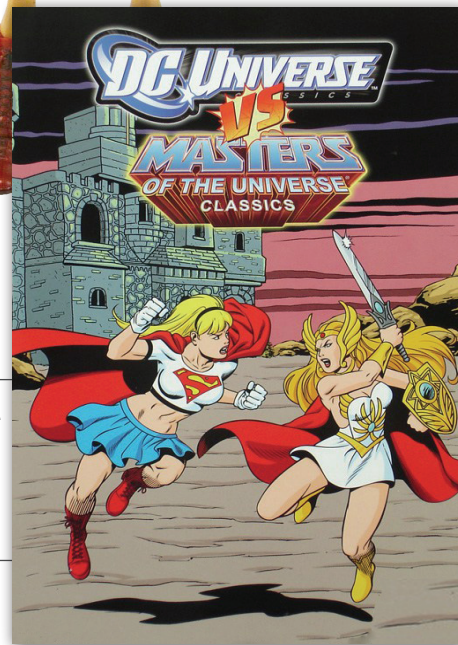


REAL NAME Adora of the House of Randor **BIO** Channeling the combined Power of the Universe and the Wisdom of the Elders of Eternia, Adora transforms into She-Ra, the most powerful woman in the universe. Her strength comes not from brute force but from sheer will and her cunning magical powers and healing abilities. She also has the power to communicate telepathically with animals. As both She-Ra and Adora, she helped lead the Great Rebellion of Etheria against the Horde invaders. Later, when Hordak found an escape to Eternia, she pursued him with the help of several of her friends and allies. Once there, the Princess of Power joined forces with the now-renegade Masters of the Universe who, without King Randor, had become outcasts in their own land, fighting against Hordak's new tyranny!



BACKGROUND She-Ra vs. Supergirl was the third of three DC Universe vs Masters of the Universe 2-packs released exclusively to Toys R Us in 2011. It was also the seventh and final MOTUC vs DCUC 2-pack released ever by Mattel.

FREE POSTER! The 2-pack came packaged with a mini-poster depicting the two characters in a battle scene.



MOTUC #068 • AFFILIATION The Great Rebellion • **SUBSCRIPTION** N/A • **PRICE** \$29.99
• **ORIGINAL RELEASE** Toys R Us (2011) • **RELEASE TYPE** Figure 2-Pack



REAL NAME Kara Zor-El **BIO** Superman's cousin from the planet of Krypton, Kara Zor-El arrived on Earth as a teenager. To protect her, Kara was secreted on Wonder Woman's home island of Themyscira. Unfortunately, Supergirl was abducted by the villain Darkseid and pitted against Superman in a battle for her soul. Ultimately, Superman won out and returned to Earth with Kara, who now wears a costume inspired by her cousin as the young heroine-in-training Supergirl.

CANCELED PLANS?

In late 2011, artwork

by Bob McLeod (the penciller

behind the illustrations for

all of the DC Universe vs.

Masters of the Universe

packages) surfaced on-line

depicting Red Tornado vs.

Sy-Klone. It was rumored that

this would have been the 8th Toys

R Us 2-pack. Note that Sy-Klone was

incorrectly depicted with hair instead of a

helmet. Fans speculated that Red Tornado might have been the long-awaited

modern repaint that was promised but never released in DC Universe Classics.

In addition to this artwork, it was later confirmed that 2-packs were also

planned for Man-At-Arms and Batman, Trap Jaw and Deadshot, and Teela

and Wonder Woman.



SHE-RA SAVIOR OF THE DARK HEMISPHERE

Heroic Champion of the Oppressed



Upon the destruction of her Despara persona, She-Ra finally joined her beloved family on Eternia. When Queen

Marlena temporarily returned to Earth, She-Ra made a diplomatic visit to Eternia's forsaken Dark Hemisphere

where she encountered its oppressed inhabitants.

Sensing a kinship with those abused by the forces of evil, she set about defending the downtrodden peasantry and protected them against cruel tyrants and villains. Later, She-Ra employed the military

training she received from General Sundar and

willingly assumed the role of Captain of the Guard in the Third Ultimate Bat-

tleground where she was reunited with her long-lost love, Sea Hawk. When

the magic of Castle Grayskull eventually restored She-Ra's youth, she was

inspired to use the Scepter of Power to rejuvenate the Dark Hemisphere. King

He-Man then encouraged his reluctant sister to accept the will of the grateful

people, and She-Ra became the Dark Hemisphere's new queen. Subsequently,

Adora and Sea Hawk married and began twin daughters, Honor and Hope.

The intentions of Skeletor were unclear during this new age of unified Eternia,

though none could have anticipated the truly monstrous plans he had in store.

Bio Notes: As the Horde has been overthrown at this point, She-Ra is free to return to her family on Eternia. • She-Ra as Captain of the Guard Sea Hawk's participation in the Third Ultimate Battleground are both depicted in the final MOTUC mini-comic.

TRIVIA



While She-Ra gained a two-tone silver sword with this 2-pack, she lacked the axe/comb, alternate head, and removable tiara from her original single-carded release.

The Supergirl figure was identical to the one that had been originally released in the DC Superheroes line (and later released again in a 2-pack with Lex Luthor in the DC Universe Classics line).

She-Ra's bio was identical to her single-carded release from earlier in the line. A new, official bio for this release of She-Ra (dubbed "She-Ra Savior of the Dark Hemisphere") was revealed on He-Man.org on August 5, 2019.



The back of the packaging featured artwork and bios for both characters.



ICARIUS

Daring Space Ace

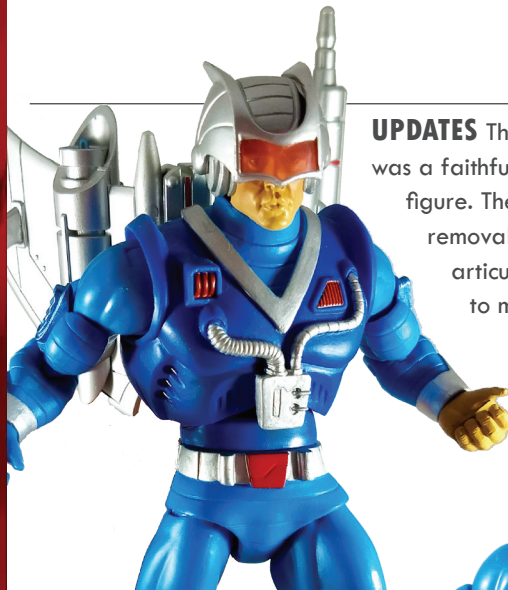


REAL NAME TC Icarus Kaz **BIO** A great pilot from the cloud city of Levitan on planet Primus, Icarus is equipped and ready to “flip” into battle at a moment’s notice. After his 18th birthday, he left home to join the Galactic Protectors. Rising to the rank of Lieutenant, Icarus traveled with Captain Hydron on his quest to find the legendary twin warriors prophesied to defeat the Horde Empire. Arriving on the distant planet Eternia shortly after the end of the Second Ultimate Battleground, they recruited not only He-Man and She-Ra, but several other members of the Masters of the Universe who were eager to pursue Skeletor into space. Nicknamed “Flipshot,” Icarus utilizes a battle helmet, back-mounted jet pack and concussion grenade wrist rockets in battle against Skeletor and his new Space Mutant army.

VINTAGE VAULT The vintage Icarus (a.k.a. Flipshot) figure was released as part of the “He-Man” toyline’s first wave in 1989. His spring-loaded wind-up left arm allowed him to do an acrobatic back-flip. His accessories included a removable helmet, jet pack, and wrist rockets.



UPDATES The MOTUC version of Icarus was a faithful update of the vintage action figure. The figure’s jetpack (which was removable) featured wings that were articulated on hinges, allowing them to move forward and back.



YOU CAN BE MY WINGMAN ANYTIME Icarus came with a second, unhelmeted head sculpt. There was no denying that this sculpt was based on actor Val Kilmer, circa *Top Gun*, which was an appropriate homage given that Icarus is a pilot.



ACCESSORIES



MOTUC #069 • AFFILIATION Galactic Protectors • **SUBSCRIPTION** Club Eternia 2011 • **PRICE** \$20
• **ORIGINAL RELEASE** MattyCollector.com (October 17, 2011) • **RELEASE TYPE** Carded Figure



I CAN SEE CLEARLY NOW The visor on the helmeted head featured translucent red plastic, was removable, and could be flipped up to fully reveal the figure's eyes.

ALTERNATE VIEWS Icarius utilized the standard male shoulders, hands, upper torso, and upper legs, Hordak's ab piece, and Bow's feet. All other pieces appeared to be newly sculpted.



FIRE AWAY The missiles on the ends of the figure's wings were separate pieces and could be "fired" with the flick of a finger.

GUNS OUT The figure's "wrist rocket" could clip onto either arm. The two missiles could be detached from the arm piece, but were permanently attached to each other.



TRIVIA

The following copy was written for Icarius' sales page on MattyCollector.com: "Space Mutants will say bye-bye when under attack from this fly guy!"



One of the key members of the Galactic Protectors from the Tri-Solar System, Icarius is ready to 'flip' into battle with his jet pack, wrist mounted missile launcher and chest armor. Sculpted in ruggedly handsome detail by the Four Horsemen, the sky's the limit when it comes to posing this jet jockey thanks to full articulation, flip-up visor and a second head that's helmet-free."

Icarius' "real name" was a reference to T.C. Chen, the Mattel engineer who worked on the vintage Icarius figure as well as the new one for MOTUC.

This character's name is actually "Flipshot," but for copyright reasons, Mattel could not use this name on the front of the packaging. Instead they went with the character's "real" name Icarius, which was the name the figure was given when it was released internationally in the "He-Man" toyline in 1989.

Featured on the figure's cardback were Hurricane Hordak, Skeletor, He-Man, Optikk, and Faker.



SNOUT SPOUT

Heroic Water-Blasting Firefighter



REAL NAME Jaxton **BIO** A peasant from Etheria, Jaxton was one of three athletes abducted by Hordak and cast into an experimentation matrix. There, like the others, Jaxton was grafted with cybernetic parts, giving him both amazing powers and a bizarre appearance. After crossing through a Laser Gate to Eternia with the Evil Horde, Jaxton escaped and joined with the renegade Masters of the Universe. Self-conscious about his appearance and called Snout Spout for his ability to blast water from his cybernetic trunk, Jaxton often feels that everyone is laughing at him. But when the Snake Men slither out and enemies attack, Snout Spout blasts them back with a super jet spray!

VINTAGE VAULT The vintage Snout Spout action figure was released as part of the original toyline's fifth wave in 1986. The figure squirted water out of its trunk when a button was pressed on its backpack. His fireman's axe could also be used upside-down to help aim the figure's trunk.



UPDATES The MOTUC version of Snout Spout faithfully updated its vintage predecessor. While the MOTUC version lacked the original's water-squirting action feature, its trunk featured an internal wire that allowed the trunk to bend into various poses. Unfortunately, many collectors quickly found that the pliable foam-like material of the trunk could tear and break very easily with repeated use.



AXE TO GRIND The MOTUC Snout Spout came armed with a fireman's axe, just like his vintage predecessor. The handle of the axe could be used to hold up the figure's trunk in various poses.



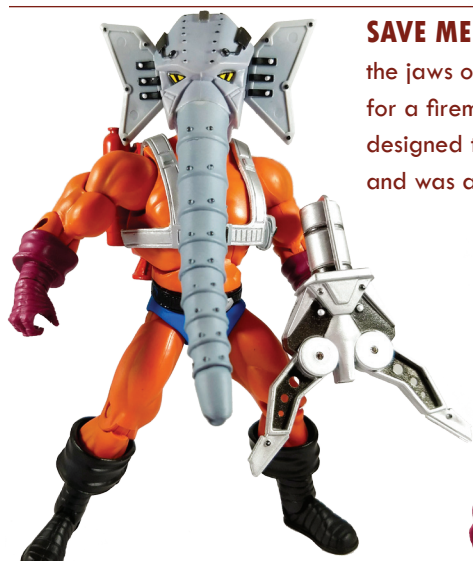
ACCESSORIES



MOTUC #070 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** Club Eternia 2011 • **PRICE** \$20
• ORIGINAL RELEASE MattyCollector.com (November 15, 2011) • **RELEASE TYPE** Carded Figure

ALTERNATE

VIEWS The figure used the standard male torso, shoulders, biceps, and upper legs. His head, shorts, gloves and boots were newly-sculpted pieces.



SAVE ME The figure's second accessory was the jaws of life, an appropriate accessory for a fireman character. The tool was designed to resemble an elephant's face and was articulated.



INCREASED FACE VALUE In 2015, Mattel released "Heads of Eternia," a six-pack of character heads based upon their redesigns for the 2002 MYP MOTU cartoon and/or topline. Snout Spout received a new head sculpt in this pack. The official bio for this design ("Galactic Protector Snout Spout") can be found on page 588.



TRIVIA

The following copy was written for Snout Spout's sales page on MattyCollector.com:

"Once a mere mortal, this powerful pachyderm was forever transformed by the Horde's experimentation matrix. Now using his fully posable nose for good instead of evil, this highly detailed figure is ready to deliver a soaked smackdown to his foes! Includes 'jaws of life,' axe and removable backpack."



Fans who bought Snout Spout from MattyCollector.com were treated to a bonus sheet of faction stickers. These stickers could be applied to the card bubbles of figures that shipped at a time before Mattel began applying faction stickers to most figures in the line.



Featured on Snout Spout's cardback were Roboto, Buzz-Off, He-Man, Sy-Klone, and Zodak.



SWIFTWIND

Beautiful Horse, Spirit, Becomes Magical Flying Unicorn!



REAL NAME Spirit **BIO** A magical steed from Etheria, Spirit served Adora during her time as Force Captain of the Evil Horde. Loyal to Adora but not the Horde, Spirit stayed with Adora after she learned of her true heritage and joined the Great Rebellion. Enhanced by Adora's newly acquired Sword of Protection, Spirit was transformed into She-Ra's flying mount Swiftwind, heroically carrying the Princess of Power into battle. Swiftwind remained with She-Ra when she traveled from Etheria to Eternia to join with the renegade Masters of the Universe in the continued fight against Hordak and his armies.

VINTAGE VAULT The vintage Swiftwind figure was released as part of the original Princess of Power toyline's first wave in 1986.



HORSE OF A DIFFERENT COLOR

The original vintage Swiftwind figure was pink. A second vintage Swiftwind, dubbed "Royal Swiftwind" was white,

but neither figure

fully matched the familiar design of the character from the Filmation POP cartoon. At

San Diego Comic-Con in 2010,

Mattel allowed attending fans to vote on what design the MOTUC version of Swiftwind should follow: original (pink) or "Royal" (white). While the white "Royal" version won the vote, before production began Mattel finally secured the rights to produce Filmation designs in MOTUC, allowing them to create a Swiftwind figure that followed the cartoon design.

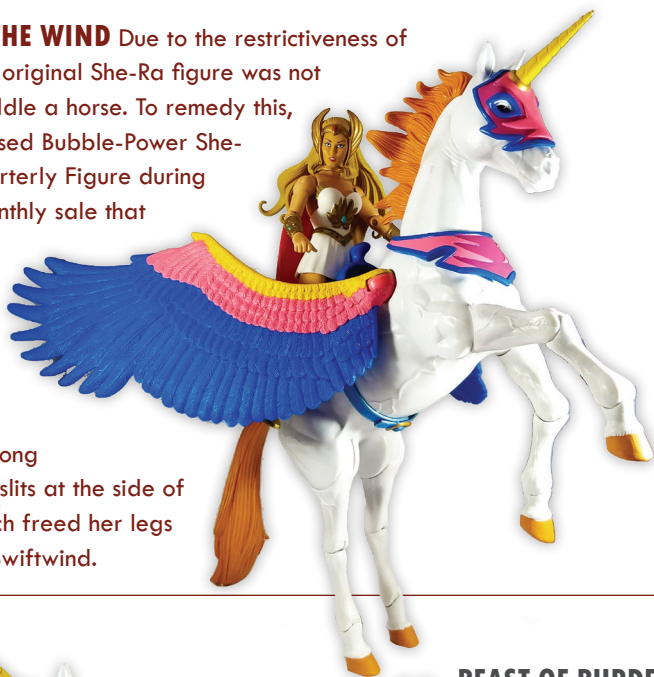


MOTUC #071 • AFFILIATION The Great Rebellion • **SUBSCRIPTION** Club Eternia 2011 • **PRICE** \$30
• **ORIGINAL RELEASE** MattyCollector.com (November 15, 2011) • **RELEASE TYPE** Beast Figure



THAT'S THE SPIRIT Removing Swiftwind's mask and wings transformed him, ostensibly, into his alter-ego Spirit. However, doing so left unsightly sockets in the figure's sides, making fans wish that Swiftwind had come with some sort of plug to cover up the holes. This problem was addressed with Bow's steed Arrow, released in 2014.

RIDE LIKE THE WIND Due to the restrictiveness of her skirt, the original She-Ra figure was not able to straddle a horse. To remedy this, Mattel released Bubble-Power She-Ra as a Quarterly Figure during the same monthly sale that featured Swiftwind. This updated version of She-Ra included, among other things, slits at the side of her skirt which freed her legs to straddle Swiftwind.



BEAST OF BURDEN

Ratchet joints in the figure's legs allowed for reared-up poses as well as supporting the weight of riders on the horse's back. Swiftwind featured articulation at the head and neck, ratchet hinges at the top of all four legs, knees and ankles, ball-jointed wings, and a partial ball at the base of his tail.

TRIVIA

The following copy was written for Swiftwind's sales page on MattyCollector.com: "A horse is a horse, unless of course the horse is the magical Swiftwind! Presented in classic Filmation-inspired colors as demanded by fans, Swiftwind breezes into your collection on fully articulated wings so you can pose him in 'flight' or 'ground' positions. This beautifully sculpted beast was designed to hold Bubble Power She-Ra (sold separately), and features a removable saddle and helmet."



There was a production error with Swiftwind in that some of the final figures had two lower right legs (from knee to ankle) or two lower left legs, instead of one of each. The error could happen with either the front or back legs or both. This flaw was not extremely obvious and was really only noticeable when comparing the veins and musculature of each leg.

One of the reasons Mattel did not make it possible to satisfactorily transform Swiftwind into Spirit was because they intended to eventually produce a proper Spirit figure in MOTUC.

Featured on Swiftwind's cardback were Bow, Adora, She-Ra, Grizzlor, Hordak, Catra, and Leech.



BUBBLE POWER SHE-RA

Most Powerful Woman in the Universe



REAL NAME Adora of the House of Randor **BIO** After crossing over from Etheria to Eternia with the help of Light Hope, She-Ra joined forces with her brother and the other Masters of the Universe who were caught in a four-way war with the Snake Men, Skeletor and Hordak. She used her cloned sword to harmonize with and channel the Powers of Grayskull to form new weapons and armor in the midst of battle. Her Bubble Power Armor greatly enhanced She-Ra's stamina and allowed her to funnel great fumes of energy at her foes. She remained on Eternia to fight off evil until both she and He-Man were called to the stars to fulfill their ultimate destiny, traveling to the Tri-Solar System to end the oppression of the Horde Empire.

VINTAGE VAULT The vintage Bubble Power She-Ra figure was released as part of the original Princess of Power toyline's third wave in 1987. Her accessories included a sword, shield, comb, "bubble blaster," and a bottle of bubble solution.



NEW AND IMPROVED

The Bubble Power She-Ra figure served two purposes: one, it was an update of the vintage figure of the same name, and two, it helped to correct several problems with the original She-Ra figure released in 2010. By combining parts of Bubble Power She-Ra with the original, fans could put together an ideal She-Ra figure for their collections.



ACCESSORIES



MOTUC #072 • AFFILIATION The Great Rebellion • **SUBSCRIPTION N/A • PRICE \$20**
• ORIGINAL RELEASE MattyCollector.com (November 15, 2011) • **RELEASE TYPE** Carded Quarterly Figure



WELL ARMED BP She-Ra's sword was based on the accessory that came with the vintage BP She-Ra. She also came with the original She-Ra's gold shield, with the jewel in pink instead of blue.

POP! The vintage figure's "Bubble Power" accessory functioned like a familiar bubble wand, with bubble solution held in the accessory's reservoir. The vintage figure even came packaged with a bottle of bubble solution. While the MOTUC version looked virtually identical, it was not designed to replicate this bubble-blowing action feature.



INCREASED FACE VALUE Just as in the vintage line, Bubble Power She-Ra could wear her head gear as either a tiara or a mask. But unlike the original MOTUC She-Ra, here this was accomplished via a clip that wrapped around the figure's head, versus a peg that inserted into a hole in her forehead.

UPGRADES Among the improvements made to Bubble Power She-Ra vs. the original release She-Ra were a whiter dress (under the removable pink tunic); articulation at the waist; added detailing to the gauntlets, belt, and boots; slits in the skirt to allow for straddling her steed Swiftwind; and an unadorned head without a hole in the forehead. Shown at right is Bubble Power She-Ra with the original She-Ra head and cape.



TRIVIA



The following copy was written for BP She-Ra's sales page on MattyCollector.com: "Skeletor called the arrival of the Princess of Power the worst day of his life, but it's about to get downright dreadful... Bubble Power She-Ra marks the first figure to feature our all-new female body buck with a swivel waist, making it easier than ever to take down bad guys like Old Bones! With removable bubble armor, she quickly transforms back into classic style She-Ra, and you can even swap out the head and cape from the previously released She-Ra with this version to create both looks using the new body. Bubble Power She-Ra has been designed specifically to ride upon Swiftwind (sold separately) and is armed with her bubble wand, gold shield, vintage toy sword and axe."

Bubble Power She-Ra was the fourth Quarterly Figure released in MOTUC in 2011. She was released for sale the same month as Snout Spout and Swiftwind, and was not included as part of the 2011 subscription plan.

Featured on Bubble Power She-Ra's cardback were Catra, Hordak, Leech, Bow, and Adora.



DEMO-MAN

Evil Spirit of Despondos



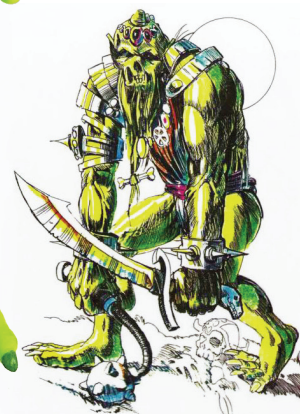
REAL NAME Uqquz' Zekul-Mshqx **BIO** Realizing his dying pupil Keldor had no intention of releasing him from Despondos, Hordak merged him with an extra-dimensional being called Demo-Man. While this saved his pupil's life, it also drove Keldor temporarily insane, causing him to open a portal to Despondos and lead what he thought were "his people" to Eternia. Hordak intended to use this ruse as a means to finally escape once the portal was opened, but the transformed Keldor was quickly defeated by Oo-larr, the jungle He-Man, and Hordak remained imprisoned. Soon after, with the help of Evil-Lyn, Keldor, now known as Skeletor, gained control of the powerful spirit inside of him, increasing his powers ten-fold. He was now the true Overlord of Evil and one of the most dangerous beings on Eternia!



ACCESSORIES



A SKETCHY PAST Demo-Man was based on one of a handful of unused concept drawings from the original Masters of the Universe toyline. The final designs of Skeletor, Beast Man, and possibly Megator all drew inspiration from this sketch. For Masters of the Universe Classics, the character was given his own name and back story; the figure was very faithful to the details of the original drawing, all the way down to the decapitated skull accessory.



MOTUC #073 • AFFILIATION None • **SUBSCRIPTION** Club Eternia 2011 • **PRICE** \$20
• ORIGINAL RELEASE MattyCollector.com (December 15, 2011) • **RELEASE TYPE** Carded Figure



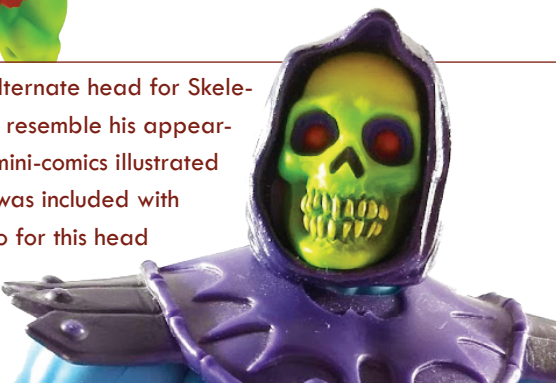
EN GUARDE The design of Demo-Man's sword was based on the blade from his concept drawing. Note the dinosaur head on its hilt.

WELL ARMED Demo-Man's second accessory was this flail, also inspired by his concept drawing.



HEAD GAMES In the original concept drawing, designer Mark Taylor drew a skull with helmet at Demo-Man's feet. The skull was not only included here as an accessory, but also featured a peg hole so that it could be used as a very odd-looking alternate head sculpt.

HEADS WILL ROLL An alternate head for Skeletor, which was sculpted to resemble his appearance in the early MOTU mini-comics illustrated by artist Alfredo Alcalá, was included with Demo-Man. An official bio for this head ("Demonic Skeletor") can be found on page 610.



ALTERNATE VIEWS

Demo-Man re-used the standard male torso, shoulders, biceps, and upper legs. His head, forearms, hands, lower legs and feet were newly sculpted pieces.

TRIVIA

The following copy was written for Demo-Man's sales page on MattyCollector.com: "With this highly anticipated release, the origin of Skeletor is at last revealed! Based on concept art for Skeletor from 1980, Demo-Man is now re-envisioned as the evil spirit who melded with Keldor to form Skeletor, the ultimate Overlord of Evil. This highly-detailed, fully articulated figure was designed by the Four Horsemen and comes complete with mace and sword weaponry, a skull trophy that can attach as a second head, and an alternate comic book-style Skeletor head for use on Skeletor figures."



The figure's cloak and shoulder armor were two separate pieces and were removable. The armor at his right bicep, while a separately-sculpted piece, was not removable.

Among the figure's more amusing details was a single tooth that was visible through the hole in the figure's right cheek.

Featured on Demo-Man's cardback were He-Man, Stratos, Hordak, Skeletor, and Beast Man.

